

BLOOD SORCERY



Dark Magics for Villains and Heroes



BLOOD SORCERY

FORBIDDEN MAGICS AND DARK ARTS

Introduction: The power of blood to fuel magics dark and dire has been known across the many planes of the multiverse. Most who tread down this path do so at great peril, for few can use the very essence of life as a font of magical power without casting away their souls in the process. Within you will find a new sorcerous origin for sorcerers, as well as new spells and options for all arcane and divine casters who seek to dabble in the darker arts.

A GLOSSARY OF BLOOD MAGIC FOR DMS AND PLAYERS ALIKE

BY CHRISTOPHER DORNAN



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NEW SORCEROUS ORIGIN

BLOOD SORCERER

Not all sorcerers draw upon mystical ancestries for their power. Some dabble in more forbidden and taboo methods of fueling their power. Blood magic has long been known as a source of such power. The blood sorcerer is a master of such magics. While not all are evil, the nature of the art makes it extremely difficult to remain even neutrally aligned. A rare few manage by restricting their usage of the class's abilities to animals and beasts, or blood willingly given.

FORBIDDEN KNOWLEDGE

Immediately add the *Spare the Dying* cantrip to your spells known list. Additionally, you add the following spells to your spells known as you gain experience:

Sorcerer Level	Loot
1st	<i>false life, inflict wounds</i>
3rd	<i>blindness/deafness, freeze the heartsblood</i>
5th	<i>life transference, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>blood oath, contagion</i>

BLOOD RITES

Beginning at 1st level you can call upon your very life force to fuel your magic. As a bonus action you channel your life blood's power into your magic. Spend a Hit Die: the next spell you cast is enhanced as if you cast it using a spell slot one level higher. The base spell slot must still be high enough level to cast the spell, the spell merely gains the benefits of using a higher slot. You must finish a long rest to use this ability again.

HARVEST

Beginning at 1st level as a bonus action you can refresh a use of Blood Rites by harvesting and consuming a drop of Heartsblood from an adjacent creature killed with necrotic, piercing, or slashing damage within the last round. This can only target creatures with blood that are either sentient or of Medium size and larger, and can only ever target a creature once. If you know the *mage hand* cantrip, this can be done at a range of 30 ft. You may take this bonus action to instead regain a Hit Die if your Blood Rites is already refreshed.

Harvesting only a drop in this way does not risk addiction, but is still seen as an evil act.

DESPERATE MEASURES

At 6th level, upon taking enough damage to reduce you below half your maximum hit points, as a reaction you may expend your use of Blood Rites to weave a charm of protection, gaining 1d4+4 temporary hit points for 10 minutes. You may spend up to 2 additional Hit Dice to increase the temporary hit points gained by 5 for each spent.

Additionally, you can now spend two Hit Dice when using Blood Rites to increase an effective spell slot by 2 levels.

DARK HARVEST

At 14th level, you may perform a ritual sacrifice to draw the Heartsblood of a sentient creature into a specially prepared reliquary. The ritual takes 1 hour to perform, and kills the creature. The reliquary will hold this Heartsblood indefinitely, but will only hold the Heartsblood of one creature at a time.

Drinking the blood within grants you a number of sorcery points equal to the creature's Hit Dice, up to half your level. This may increase your sorcery points beyond your maximum by up to half your level, but any points beyond your maximum disappear after 24 hours. Any creature killed by this ability may only be brought back to life by a *resurrection* or *true resurrection* spell.

The reliquary must be large enough to contain a vial of blood, takes at least 24 hours to create, and you can only have one active reliquary at a time. If you make a new one, any older reliquaries lose their enchantment.

Additionally, you can now spend up to three Hit Dice when using Blood Rites or Desperate Measures.

BLOOD MASTERY

At 18th level your mastery of blood makes it extremely difficult to separate you from your blood. As a bonus action, you can draw lost blood back into your body. This ends any ongoing bleeding effects, and you recover half of the piercing and slashing damage you have taken since your last turn ended (rounded up).

Additionally, you may use Blood Rites twice before a long rest.





WARLOCK INVOCATIONS

DISTANT LASH

Prerequisite: blood whip cantrip

When you cast *blood whip*, its range is 120 ft.

RENDING LASH

Prerequisite: blood whip cantrip

When you cast *blood whip*, add your Charisma modifier to the damage it deals on a hit. Furthermore, if you use an enchanted dagger, you can add its bonus to your attack and damage rolls.

GRASPING LASH

Prerequisite: blood whip cantrip

When you hit a creature with *blood whip* you can push or pull the target up to 10 feet.

BLOOD SERVITORS

Prerequisite: 9th Level

You can cast *conjure minor blood servants* or *conjure blood servant* once using a warlock spell slot. You can't do so again until you finish a long rest.

SPELL LISTS

BARD SPELLS

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Mark
Blood Sight

5TH LEVEL

Blood Oath

CLERIC SPELLS

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Mark
Blood Sight
Freeze the Heartsblood

3RD LEVEL

Blood of the Covenant

5TH LEVEL

Blood Oath
Rend the Heart

DRUID SPELLS

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Mark
Blood Sight
Freeze the Heartsblood

3RD LEVEL

Blood of the Covenant

5TH LEVEL

Blood Oath

PALADIN SPELLS

3RD LEVEL

Blood of the Covenant

RANGER SPELLS

1ST LEVEL

Sense Heartbeat

SORCERER SPELLS

CANTRIPS

Blood Whip

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Mark
Blood Sight
Freeze the Heartsblood

3RD LEVEL

Blood of the Covenant
Blood Spear

5TH LEVEL

Blood Oath
Rend the Heart

WARLOCK SPELLS

CANTRIPS

Blood Whip

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Sight
Freeze the Heartsblood

3RD LEVEL

Blood of the Covenant
Blood Spear

5TH LEVEL

Blood Oath
Rend the Heart

WIZARD SPELLS

CANTRIPS

Blood Whip

1ST LEVEL

Sense Heartbeat

2ND LEVEL

Blood Mark
Blood Sight
Freeze the Heartsblood

3RD LEVEL

Blood of the Covenant
Blood Spear

4TH LEVEL

Conjure Minor Blood
Servants

5TH LEVEL

Blood Oath
Rend the Heart
Conjure Blood Servant

NEW COMPONENT RULES

When blood is required as a component for any spell, it requires at least 1 hit point worth of blood. This counts as a cost, and is consumed by the spell, meaning you cannot use a component pouch or spellcasting focus as a substitute. When blood is required, you must provide blood.

NEW SPELLS

BLOOD MARK

2nd-level necromancy

Casting Time: 1 action

Range: 60 ft. or Special

Components: V, S, M (your blood or a sample of the target's blood, which the spell consumes)

Duration: Concentration, 1 hour

You create a sympathetic link to the target using blood magic. A mystic rune of blood shines through the surface of its chest. The target must make a Charisma saving throw, on a failure it takes 1 point of damage and is marked with blood magic. If you use a sample of the target's blood, this ability has unlimited range and the target has disadvantage on this save.

While the mark is maintained, it has disadvantage against all saving throws against your spells and abilities. This spell may only target creatures that have blood, or used to have blood (in the case of undead and similar spirits).

If the spell's duration ends without being dispelled and the target failed its saving throw, you can recover the blood used as a component. Otherwise, the blood is consumed by the spell.

At Higher Levels. If this spell is cast with a 3rd or 4th level slot, you can maintain your concentration on it for 8 hours. If you use a slot of 5th level or higher, you can maintain concentration on the spell for 24 hours.

BLOOD OF THE COVENANT

3rd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A chalice. Fresh blood from the targets, which the spell consumes)

Duration: Instantaneous

Target up to six willing sentient creatures with blood. Each one must be free of any magical compulsions or enchantments affecting their decision to participate. Each target permanently spends one of their Hit Dice, which does not recover after a long rest until this spell is dispelled. This spell binds them together in blood, and all magical spells and abilities treat the creatures as if they are siblings.

Additionally, the first time any target is brought to 0 hit points, every other target senses this regardless of range. Each target may trigger this effect only once unless the spell is recast.

Ending this spell with a spell like *dispel magic* or *remove curse* ends the effects involving the target only.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the blood of each individual becomes interchangeable as a spell component and when a target is reduced to 0 hit points, every other target receives a vision of the wounded target and their surroundings for 1 round.

BLOOD OATH

5th-level enchantment (ritual)

Casting Time: 1 minute

Range: 60 ft.

Components: V, S, M (samples of the targets' blood, which the spell consumes)

Duration: Special

You choose up to six targets. Each one swears an oath, written in blood, to carry out or refrain from some course of action or activity. This oath must be taken up willingly, free of any magical coercion of enchantment. While a creature is under the effects of this oath, if it acts in a manner directly counter to the oath it suffers a level of exhaustion that remains until the oath is completed. This effect can trigger no more than once per day. The effect ends when the oath is completed.

You may also choose a different target, which can be yourself or any other target, to act as keeper of the oaths. The keeper may release the enchantment by using an action to dismiss it. The keeper can also use an action to remove any levels of exhaustion incurred by violating the oath.

A *remove curse* or *greater restoration* spell can also end the enchantment, but the caster must make a Wisdom saving throw. On a failure, the enchanted creature dies and the oath is transferred to the caster. A *wish* spell can end the oath normally.

BLOOD SIGHT

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sample of the target's blood, which the spell consumes)

Duration: Concentration, up to 1 hour

You drink a bit of the target's blood. You can use your action to see through the eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. The target can feel your presence when you cast this spell, although they may not know what it is.

At Higher Levels. If this spell is cast with a 4th level slot or higher, you can cast this spell on the target at unlimited range. If this spell is cast with a 6th level slot or higher, you can also spend an action to have the target hallucinate a message from you written in blood of 25 words or less on a nearby surface. Using the spell in such a manner causes the spell to end after 1 minute, giving the target time to respond if they desire.

BLOOD SPEAR

3rd-level necromancy

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (fresh blood, which the spell consumes)

Duration: Instantaneous

You cast forth a mystical spear of blood at a target. For each small size or larger fresh corpse or dying creature containing blood within 10 ft. of you, up to a maximum of six, you may cast forth an additional spear at a different target. Make a ranged spell attack, dealing 6d6 piercing damage on a hit, increased by 1d6 for each additional spear generated. You have advantage on the attack roll against a target if you used the blood of the target as a component.

Casting this spell inflicts 1 failed death save on any dying creatures you use to supplement your spell. Corpses used to supplement your spell are drained of blood, and do not supplement further castings. If there are no creatures or corpses within range, the caster may voluntarily take 1 point of damage to generate enough blood to power the spell should you lack the material component.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

BLOOD WHIP

Necromancy cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a sacrificial dagger used to prick your finger)

Duration: Instantaneous

You create a long whip out of blood that lashes out at your command toward a creature in range. Make a melee spell attack against the target. You may spend a Hit Die to make an additional attack against a different creature in range. If an attack hits, the creature takes 1d6 slashing damage. On a critical hit the damage type is changed to necrotic damage, you may regain hit points equal to the damage dealt, and the target's hit point maximum is reduced by the damage dealt until it finishes a long rest.

This spell's damage increases by 1d6 when you reach 5th-level (2d6), 11th level (3d6), and 17th level (4d6).

CONJURE MINOR BLOOD SERVANTS

4th-level conjuration

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a few drops of blood, which the spell consumes)

Duration: Concentration, up to 1 hour

You summon blood spirits that take the form of elementals or oozes with the blood subtype and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each spirit disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE BLOOD SERVANT

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a few drops of blood, which the spell consumes)

Duration: Concentration, up to 1 hour

You call forth a blood servant. You cast the blood into an unoccupied 10-foot cube adjacent to you. An elemental or ooze with the blood subtype of challenge rating 5 or lower appears in the unoccupied space. The servant disappears when it drops to 0 hit points or when the spell ends.

The summoned creature is friendly to you and your companions for the duration. Roll initiative for the servant, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the servant, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the servant doesn't disappear. Instead, you lose control of the summoned creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled servant can't be dismissed by you, and it disappears 1 hour after you summoned it, as do any spawn it may have created.

The DM has the servant's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

FREEZE THE HEARTSBLOOD

2nd-level necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a few drops of blood, which the spell consumes, smeared across the brow of a doll)

Duration: Concentration, up to 1 minute

Choose a Medium size or smaller creature you can see possessing blood. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. The target has disadvantage on these saving throws if you used its blood as a component.

While you maintain the spell, you can use a bonus action to manipulate the doll to push or pull the target half its speed. They are allowed an immediate saving throw to prevent this movement if it would cause them immediate harm (such as pushing them off a cliff).

At Higher Levels. When you cast this using a spell slot of 3rd level or higher, you may target Large size creatures as well, Huge size creatures at 4th or higher, and Gargantuan size creatures at 5th or higher.

REND THE HEART

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (fresh blood, which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to give one creature you can see within range a heart attack. If the target has blood and a heart, it must make a Constitution saving throw. If you used the target's blood as the spell component, this saving throw is made with disadvantage. On a failed save, it is restrained as its blood stops. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it has a heart attack and dies. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

When the target is killed by this spell, their heart is extracted from the target's chest and flies to your hand. A creature whose heart has been removed can only be brought back to life by *resurrection* or *true resurrection*.

SENSE HEARTBEAT

1st-level divination

Casting Time: 1 action

Range: Self

Components: S, M (a tiny metal hearing cone)

Duration: Concentration, up to 10 minutes

For the duration, you know if there is a creature within 30 feet of you possessing a heartbeat, as well as where the creature is located. However, listening requires you to shut out all other sound giving you the deafened condition for the duration of the spell.

BLOOD MAGIC

The very elixir of life. Those that take up the study of this dark practice learn what comes naturally to the vampire and the ghoul. Blood is life. Blood is power. Blood is magic.

Those that wield this power carry a burden. It is addictive. More so than others can imagine. It doesn't change you. It makes you more you. Soon enough, when you are without you feel lessened, a pale shell of your true self. Some manage this burden, and bend this dark art to their whims. Some master this art, allowing them to sculpt the very essence of reality as if it were soft clay. And some are crushed by it, ending up as nothing more than slaving beasts lashing out in violence and desperation for their next drop.

And it is pernicious. The first taste almost never has any ill effects or harms. Only power. Once tasted, many never walk away. And what once was only a tool or luxury becomes dependency and depravity.

HEARTSBLOOD

While all blood has echoes of sorcerous power, the truest and most pure magics are wrought from Heartsblood: the very last drops of life as the threads binding soul to body finally unravel. Pure Heartsblood is an elixir of purest magic. It can be used as a component for great works of necromancy, as an elixir of healing for the undead, and to fuel the power of mortal magicians.

VIAL OF HEARTSBLOOD

Potion, rarity varies



When you drink this vial, you regain spent spell slots depending on the strength of the Heartsblood. The first time you use Heartsblood, there are no ill effects. Each subsequent use there is a chance of contracting a level of Bloodthirst on a failed Charisma save.

Undead may treat vials of Heartsblood as if they were comparable healing potions instead. While undead cannot gain Bloodthirst, most kinds of undead already have the need to feed upon life energy.

Vial of...	Save DC	Spell Slot Recovered
Heartsblood	8	1st
Greater Heartsblood	12	2nd or less
Superior Heartsblood	15	4th or less
Supreme Heartsblood	18	6th or less

BLOODTHIRST

Addiction to Heartsblood is perhaps one of the more horrifying things that can happen to a spellcaster. It is incredibly difficult to escape from, as at its core it is an addiction to magic. Because of this, attempting to remove Bloodthirst or dispel it with anything short of a *Wish* spell has no effect and the spell is merely absorbed by the addiction.

Every time you take a dose of Heartsblood and fail the saving throw against addiction, you gain one level of Bloodthirst. For every full year of abstaining from blood and Heartsblood, a level of Bloodthirst is removed. Should you die while under Bloodthirst, it is likely you will rise within a day as a Ghoul if at the 2nd or 3rd level of addiction, or as a Wraith if at the 4th or 5th. At the 5th level of addiction, control of your character is lost and they are now considered an NPC.

While addicted, you have periodic cravings for Heartsblood and while suffering withdrawal you must make a Charisma save whenever confronted with a ready source of blood or Heartsblood, on a fail you will attempt to consume it. The symptoms continue until you consume Heartsblood. The effects are as follows, with every level of addiction adding more symptoms:

Level	Satiation	DC	Withdrawal Symptoms
1	1 Month*	13	1 Level of Exhaustion
2	1 Week	15	No natural or magic healing
3	3 days	18	Halve maximum hit points
4	1 day	20	1d4 damage per day
5	1 day	20	DC 20 Con save or die

*Regular blood can stave off withdrawal.

CREATION

The process of extracting Heartsblood is a simple enough one, but one that cannot easily be rushed. It requires the live sacrifice of a sentient creature, and takes an hour to properly extract the last drop with the preparations and rituals to ensure it remain pure.

The sacrifice must either be incapacitated or willing and you make a DC 15 Intelligence (Medicine) check. While the sacrifice dies on both a success and a failure, it is only on a success that one dose of Heartsblood is extracted. The more powerful the creature sacrificed, the more potent the Heartsblood. If you fail by 5 or less, Heartsblood is still extracted but it has been adulterated by the essence of one of the other organs of the sacrifice.

The market price of a *Vial of Heartsblood* in most cases starts at 500 gp as even the possession of it can be punishable by death. The more potent versions are far more expensive. However, the creation cost is similar to a comparable strength *potion of healing*, so a basic *Vial of Heartsblood* uses 25 gp. in materials to make.

ADULTERATIONS

If Heartsblood is not pure, it takes some of the characteristics of the organs it is been tainted by. Roll a d4 to determine which:

1. **Liver** - Consuming this vial without suffering the affects of the adulteration requires a Constitution saving throw against the Heartsblood's Save DC. On a failure, you fly into a berserk rage, and must make a weapon attack or cast an offensive cantrip at a creature as your action if possible. You may make a new save at the end of each of your turns to end the effect.
2. **Lung** - Consuming this vial without suffering the affects of the adulteration requires a Constitution saving throw against the Heartsblood's Save DC. On a failure, you fall into a state of despair and sadness. You have Disadvantage on all attack rolls and ability checks, and must make a Concentration check against the Heartsblood's Save DC to cast any spell.
3. **Spleen** - Consuming this vial without suffering the affects of the adulteration requires a Constitution saving throw against the Heartsblood's Save DC. On a failure, you fall into a state of anxiety and panic. You become incapacitated. At the end of each of your turns, and each time you take damage, you can make a new saving throw to end the effect.
4. **Kidney** - Consuming this vial without suffering the affects of the adulteration requires a Constitution saving throw against the Heartsblood's Save DC. On a failure, you fall into a state of fear. You gain the frightened condition, treating the closest enemy at the start of your turn as the object of your fear. You may make a new save at the end of each of your turns to end the effect.

EXTRAORDINARY CREATURES

The blood of dragons, extraplanar fiends, celestials, elementals and similar beings can weave even greater effects. On its own, the mere blood can manifest a wide variety of mystical properties, and the Heartsblood of such beings can achieve truly miraculous or terrifying effects.

Such Heartsblood can have additional effects depending on the nature of the spirit or being. That of an Ifrit could grant Resistance to Fire, while that of a Goristro could grant a temporary increase to Strength. Such increased power often comes with increased risk, the most common of which inflict disadvantage or automatic failure on the saving throw against addiction, at the DMs discretion. Other effects could include requiring a Constitution saving throw to avoid physical mutations such as leathery skin, scales, or glowing eyes. More powerful beings can create effects of greater rarity, but do so at greater risk.

For extraordinary Heartsblood discovered as a random treasure or for sale in a black market, roll a d8 on the table below to determine additional effects. Should a PC or villain attempt to extract Heartsblood from an extraordinary source, instead choose an effect appropriate for the creature.

1. **Vigor** - Heals 1d6 damage per round for 1 minute. Higher potencies heal additional dice, up to a maximum of 4d6 per round.
2. **Might** - Raises your Strength score to 21 for 1 hour. Higher potencies may increase your Strength score to 23, 25, or even 27.

3. **Resistance** - Grants Resistance to a single damage type (the DM chooses at creation) for 1 hour. Higher potencies may increase the duration to a day, a week, or a month.
4. **Mastery of the Sky** - You gain a flight speed equal to your base speed for 1 hour. Higher potencies may increase the duration to a day, a week, or a month.
5. **Mastery of the Sea** - You gain can breathe underwater and gain a swim speed equal to your base speed for 1 hour. Higher potencies may increase the duration to a day, a week, or a month.
6. **Mastery of the Stone**. You gain tremorsense 60 ft. and a burrow speed equal to your base speed for 1 hour. Higher potencies may increase the duration to a day, a week, or a month.
7. **Mastery of the Flame**. Your speed is doubled, you gain a +2 bonus to AC, and have advantage on Dexterity saving throws for 1 minute. Higher potencies may increase the duration to 10 minutes, an hour, or a day. This will not stack with the *haste* spell.
8. **Mastery of the Shadow**. For 1 hour you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport 60 feet to an unoccupied space you can see that is also in dim light or darkness. Higher potencies may increase the duration to a day, a week, or a month.

To determine potency randomly, roll a d20.

Roll	Heartsblood
1-10	Heartsblood
11-16	Greater Heartsblood
17-19	Superior Heartsblood
20	Supreme Heartsblood

The Heartsblood of Divine (or near Divine) creatures, such as the Lords of the Nine Hells, can easily be of Artifact strength or greater, and would have far greater effects than these.

THE MORALITY OF MORTALITY

Blood magic is usually considered among the darkest of arts. Most religions and cultures consider it to be a corrupting and evil practice. Those the study it are often cast out and driven underground. The very nature of fueling magic with the last spark of energy drawn from a sentient being's soul tends to lean towards evil.

As such, it is often deeply intertwined with the worship of devils, demons, and dark gods. Such knowledge is costly, even when freely offered, and practitioners often find themselves in dangerous company.

The Raven Queen and other such gods of death that do not endorse outright evil often harbor a particular hatred for blood magic and its users, as stealing even the tiniest piece of a soul from the dead is an affront to the great cycle. Such knowledge is seen as dangerous enough to justify inquisitions and purges.

HEARTSBLOOD

The extraction of Heartsblood from a sentient creature is an evil act. It is more than just ending a life. It is the stealing a piece of their soul. It is such greed that it steals a piece of eternity. This is not a morally grey area.

Even the unknowing use of Heartsblood is seen as dire spiritual pollution. Good aligned deities may require great deeds of atonement from their followers for consuming or creating Heartsblood. Even neutral deities disapprove of its use. While evil gods generally do not mind, they may see the taking of Heartsblood from one of their devout followers as an act of personal theft.

ANCESTRAL MAGICS AND OTHER BLOOD MAGIC

There are cultures where blood magic is not seen as an inherently evil practice. It often serves as a keystone of ancestral magics, crafting great enchantments and sorceries that can be passed down one's bloodline. Unlike Heartsblood, such uses of blood magic is not automatically considered evil.

Many cultures and primitive tribes have traditions and rituals that use blood magic to great effect. Not all of these require the heights of blood magic or the very energy of the soul. Blood has powerful symbolic and mystical properties, especially regarding family, oaths, and other such powerful bindings and ties.

Such uses of blood magic are nonetheless viewed with great suspicion by outsiders. Inquisitions do not often possess the nuance or patience to distinguish between blood magicians, and are likely to treat them both as a fundamental spiritual threat to the world.

STORAGE

The most powerful of blood magics require only the freshest of blood. As such, using it as a component can often be quite difficult in the field. Blood can spoil in heat and when exposed to air within mere minutes or hours. Properly storing blood is not common knowledge, but those that study blood magic often learn quite quickly the limitations of fresh blood.

Storing blood in such a manner is a delicate process, and requires either proficiency in Medicine or Alchemical tools. If kept cold and in an airtight container, blood can be kept fresh for several weeks. Furthermore, the *Gentle Repose* spell can be used to extend its lifespan indefinitely.

BESTIARY

Here you will find creatures terrible and nightmarish, crafted from the blood of the living. Creatures crafted from blood often have many similarities to oozes and elementals, but there tend to be a few common differences.

Being crafted from blood often leaves them with a more raw cunning. They usually have the ability to regain lost hit points by stealing blood from the living. And being constructed from the base matter of life, they are usually vulnerable to poison and necrotic damage.

While their alignment is not necessarily evil, those who would create such creatures usually command them to commit atrocities.



ELEMENTAL, BLOOD

Similar in many respects to a water elemental, these beings are more vicious and cunning. They hunt and toy with their prey, much like a tiger would, and resort to killing first when protecting their territory or charges rather than negotiation.

BLOOD ELEMENTAL

Large elemental (blood), neutral

Armor Class 13 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., climb 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	7 (-2)	12 (+1)	10 (+0)

Damage Vulnerabilities necrotic, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities grappled, prone, restrained, unconscious

Senses darkvision 60 ft., passive perception 11

Languages Any known to its creator or creatures it has consumed

Challenge 5 (1,800 XP)

Blood Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8+3) bludgeoning damage.

Blood Vortex (Recharge 4-6). The elemental emits a swirling pool of ichor extending the surface in a 30 foot radius which drains the blood from any creatures within it. Each creature within area of the pool must make a DC 14 Constitution saving throw, taking 7 (2d6) damage from blood loss on a failure, or half that amount on a successful save. The area is treated as difficult terrain until the start of the elementals next turn, upon which the blood is drawn back into the elemental. The elemental regains health equal to the damage dealt by this ability.

This ability deals double damage to any creatures below half their maximum hit points, as the blood is torn from their open wounds.



GOLEM, BLOOD

Blood Golems are abominations much like the flesh golem. Constructed out of pulsating sacs and chambers of blood, existence for a blood golem is one of pain and self-loathing. They are even less stable than flesh golems, and are especially prone to going berserk.

While they are undeniably formidable combatants, only the insane or truly depraved wizard would ever attempt to create one. Their ability to heal during combat, while it does seem like an upside, has a substantial drawback: unlike other golems, the blood golem consumes blood not because it can, but because it must. It is not an everliving automaton of stone or iron, nor does it possess the organs to consume normal food like a flesh golem. The blood golem must kill and drain blood from living creatures daily or it will begin to starve. And it must consume a tremendous amount of blood to sustain itself, requiring at least a Medium sized creature daily to avoid going berserk when presented an opportunity to feed.

BLOOD GOLEM

Medium construct (blood), neutral

Armor Class 11

Hit Points 102 (12d8+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	7 (-2)

Damage Vulnerabilities necrotic, poison

Damage Resistances fire

Damage Immunities bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Berserk. Whenever the golem starts its turn with 51 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by offering it fresh blood. (The blood need not be the creator's. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 51 hit points or fewer, the golem might go berserk again.

Hot Blooded. If the golem takes fire damage, it doubles its base speed and takes a third attack on its next turn. If it takes fire damage on the following round as well, it goes berserk. If it takes cold damage, it halves its move speed and loses the multiattack ability on its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) bludgeoning damage and target is drained of blood for 3 (1d6) hit points of blood loss, which the golem gains.



Ooze, Blood

A heaving mound of gore and viscera, a blood ooze is a terrifying sight to behold. Often mistaken for undead, it surges across whatever surface is between it and any prey it can sense like a tidal wave of blood. And then it engulfs and drowns its target in a sea of blood while it squeezes the very life from them.

It is suggested that these oozes are the very first to have been created by the demon lord Juiblex, and represent the purest form of his corruption. A few eccentric scholars have claimed that a blood ooze if starved for months or years transforms into an ochre jelly as it decays. Most scholars though are not willing to take the word of any scholar mad enough to attempt to confine and starve such a dangerous creature for years of observation.

BLOOD OOZE

Large ooze (blood), unaligned

Armor Class 8

Hit Points 95 (10d10+40)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities necrotic, poison

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing, unless it is currently using its *Engulf* ability.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pool of blood.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+3) bludgeoning damage and target is drained of blood for 6 (2d6) hit points of blood loss, which the ooze gains.

Engulf. The ooze moves up to its speed. While doing so, it can enter the spaces of creatures its size or smaller. Whenever the ooze enters a creature's space, the creature must make a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) damage from blood loss at the start of each of its turns and the ooze heals for an amount equal to the damage dealt. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Split. When an ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.



OOZE, RED SLIME

Often the result of an alchemical experiment gone awry, these are small predatory oozes. Similar in many respects to a virulent plague or disease, they can grow exponentially if not dealt with in a timely manner. They are especially dangerous underground or in other regions where there isn't natural light to act as a check on their growth. More than one settlement has found itself completely overwhelmed in a matter of mere hours, leaving nothing but the dessicated husks of the former residents behind.

They are quite slow and not particularly stealthy. However, they can catch the unwary off guard when they launch pseudopods at targets from a remarkably range, pulling themselves close and latching on in an instant. And if not dealt with quickly, what was one slime quickly becomes two as they gorge themselves on the victim's blood.

There are some that theorize that these creatures are somehow related to the first vampires. Most serious scholars disregard this notion, but it is nonetheless true that such slimes have been observed in the lairs of ancient vampires. It is unknown if they are purposefully created by the vampires, or if they simply happen to spontaneously arise in regions drowned in blood and dark magics. It has been suggested that vampires might even use them as living containers to store blood.

RED SLIME

Tiny ooze (blood), unaligned

Armor Class 8

Hit Points 5 (2d4)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	11 (+0)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities necrotic, poison, radiant

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pool of blood.

Sunlight Sensitivity. Red Slime is destroyed by daylight, whether natural or magical in nature.

Actions

Blood Drain. *Melee/Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 1 (1) bludgeoning damage and the ooze attaches to the target, pulling itself to the target and draining 5 (2d4) hit points of blood. While attached, the slime doesn't attack. Instead, at the start of each of the slime's turns the target loses 5 (2d4) hit points due to blood loss.

A slime can detach itself by spending 5 feet of its movement. It does so if confronted with flame or if the target dies. A creature, including the target, can use its action to detach the ooze.

Reactions

Divide. If the slime drains 10 hit points of blood, it detaches and falls. After a shuddering and shaking for a brief second, it divides into two new slimes with full health.

MEPHIT, BLOOD

Blood mephits are vile, vicious creatures of gore and blood. They ooze constantly and enjoy terrifying and disturbing other creatures. They are often mistaken for demons or devils due to their appearance and demeanor. They congregate in areas where great slaughters have been committed, like charnel houses, slaughter houses, or battlefields.

BLOOD MEPHIT

Small elemental (blood), neutral evil

Armor Class 12

Hit Points 27 (6d6+6)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-2)	14 (+2)	12 (+1)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Vulnerabilities necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of gore and blood. Each creature within 5 feet must immediately make a DC 11 Dexterity saving throw or be knocked prone. The terrain in a 5 foot radius is covered in slippery blood, and any creature entering the area or ending their turn there must make a Dexterity saving throw or fall prone.

False Appearance. While the mephit remains motionless, it is indistinguishable from a pile of gore and blood.

Innate Spellcasting (1/Day). The mephit can innately cast a blood soaked *stinking cloud*, requiring no material components. It is identical except that blood mephits are immune to its effects and it appears to be a cloud of blood and gore instead of yellow gas. Its innate spellcasting ability is Charisma. (DC 11)

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Blood Breath (Recharge 6). The mephit vomits a 15-foot cone of blood. Each creature in the area must make a DC 11 Wisdom saving throw, on a failure falling prone and becoming frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the frightened effect on itself on a success.

BLOOD MAGIC POWER

The raw magic contained in blood calls to those who seek power whatever the cost. Dark sorceries and magics answer those willing to go to any lengths. All it costs is your humanity.

Inside you will find a new sorcerer path, new spells and invocations, a terrifying new class of magical potions, and five new creatures to terrify and menace your PCs.

